

# MAGGIE

SERIES BIBLE

Dave Polksy - May 27, 2004

## THE CONCEPT

**This is a show about a fun-loving young girl-fly who thinks outside the box and ruffles antennae with her inspired antics in the very conventional, hard-working world of upstanding flies.**

It's a little known scientific fact, but fly society is a lot like ours. They have nuclear families, suburban tract housing, and grocery stores. Kid flies go to school, hang out with their friends, and live, for better or worse, with their parents and siblings. Of course there are differences, too. Flies also get to eat garbage, taste stuff with their feet, walk on the ceiling, vomit on their food (even in fancy restaurants), and ... of course ... they can fly. But all this is as natural, normal and acceptable to them as shaking hands is for us (or, as in the case of flies, shaking feet).

We see this world from the point of view of Maggie, an unusually creative and expressive "tween" fly. Like most flies her age, she lives with her family, has friends, goes to school, and lives a fairly ordinary life. And it's a life she genuinely likes. However, she's also a highly energetic, expressive and creative kid. So, when she's faced with one of the many predictable routines and norms of everyday fly life, she'll find some creative spin on it to make it fresh and exciting, and before long she'll put her exuberant, can-do attitude to work on translating her inspiration into reality.

But there's a catch. Maggie's actions inevitably upset the balance of the world around her, and have consequences she didn't anticipate. After all, there are things even someone as free-spirited as Maggie occasionally takes for granted – like the love and approval of her family and friends, for instance. More often than not, her actions put these relationships through some kind of test, and Maggie must confront her competing loyalties – to her own creative vision, and to the expectations and feelings of those around her. As Maggie creates and resolves these dilemmas episode after episode, the show Maggie takes its playful look at the universal theme that's so dominant in adolescence: individuality vs. conformity.

## THE WORLD

Maggie and everyone she knows lives in a lovely fly metropolis known as Stickyfeet, placidly situated in the middle of a vast landfill. From a bird's-eye view, Stickyfeet is like an island separated from the rest of the world by a sea of human garbage. In other words, a land of plenty. In fact, many flies from other parts of the world think of it as a paradise, the Land of Spoiled Milk and Rotten Honey, where the streets are paved with mold. But, to the residents of Stickyfeet, it's just another place to live ... and it suits them fine.

On a day-to-day basis, Stickyfeeters don't give much thought to the surrounding landfill, or "Lake Garbahj", as they call it. When seen from the usual point of view of our characters, Stickyfeet consists of houses, schools, streets, stores, parks, urban areas, suburban areas, etc. In fact, for many of the things you might find in a human community, Stickyfeet has the fly counterpart. For example:

- In a school classroom you might find an evolution poster of flies first walking hunched over, then walking upright, then learning to fly.
- In a school hallway, kids can walk to class along the ceiling, unless the janitor has just mopped it, in which case he sticks an upside-down sign to it that reads "Caution – Wet Ceiling".
- In a grocery store you might find in the produce section, next to the rotten onions, a brown heap labeled "Poop - \$1.29 a pound".

Occasionally, they'll cross Lake Garbahj to "the mainland", where humans can be found. But, being a fairly parochial and practical bunch, and with the landfill providing pretty much everything they need, Stickyfeeters don't often make the trip. Consequently, their perceptions of humans are riddled with myth and misunderstanding. For example:

- Stickyfeeters believe that humans invented airplanes in a pitiful attempt to be more like them. And the contraptions are noisy, smelly, and can't even zig-zag very well - it's sad, really.
- Stickyfeeters disagree over why humans only eat fresh food. Some think it's because they're so greedy they haven't the patience to let it rot. Others insist that humans save the rotten food as an offering to flies, because, to humans, flies are considered like gods.
- Stickyfeeters can't understand how humans are able to digest food without vomiting on it first. The most popular theory: before humans put the food in their mouths, they shoot lasers at it with their eyes.

For the most part, all of Stickyfeet's residents are flies. However, on occasion other insects – such as ants, butterflies, ticks, etc. – can be found there as well. For instance, when Maggie tries a little too hard to jazz up an oral report for her class by presenting it as an elaborate juggling act, it goes over like lead balloon. In fact, the only thing that can be heard after the big finish is the sound of crickets ... at which point the teacher, sticking her head out the window, yells at some crickets chirping to each other on a streetcorner: "Hey – would you keep it down? We're trying to run a class in here!"

## THE CHARACTERS

### **MAGGIE** – The show’s charming, fun and audacious heroine.

Maggie, the second child of four, takes pride in being different and off-center. She has a tendency to dress flamboyantly – often seen in her signature scarf and funky hat. Maggie’s upbeat and spontaneous, but has her foibles, too. Although she’s normally her rambunctious, generous, clever, encouraging and audacious self, she’s just as given to moments of boredom, pettiness, naiveté, competitiveness and contrition as the rest of us. But that never stops her from trying to make the best of things.

- Maggie’s opinionated. If she likes something about Stickyfeet, she’ll rave about it – like that new Benihana-style restaurant a Japanese beetle just opened. And if something about Stickyfeet irritates her, she lets everyone know that, too – like why won’t anyone listen to anything besides that stupid “buzz-music”?
- Maggie’s inventive. When it’s her turn to endure another round of soup-diving drills in gym class, she’ll spice things up by gleefully taking her sweet-old-time on the diving board, doing gymnastic stunts as though it were a trampoline.
- Maggie’s enthusiastic. On the holidays, she doesn’t just make a few crafts here and there. She’ll make rotten-candy-apples and rancid-pickle cookies by the truckload.
- Maggie’s impulsive. She and her best friend are wild enough to try running off with the flea circus together, and naïve enough to think the fleas would actually let them join.
- Maggie’s caring. When she discovers that her best friend feels too insecure to wear a bathing suit, Maggie makes a mission of trying to help her buddy find one that feels okay.

### **ALDRIN** – Maggie’s older brother, the Big Fly on Campus.

Aldrin is such an achiever that he’ll play starting quarterback for the high school football team, quickly change uniforms to lead the marching band at halftime, and then suit back up for the second half to finish carrying his team to victory. Whereas Maggie is a zigger and a zagger, Aldrin is straight ahead. Maggie brings the family merriment and chaos, Aldrin brings it honor and pride. But, like Maggie, Aldrin is confident and strong-willed, and has his own brand of integrity.

Aldrin challenges Maggie in ways that no one else can. He’s no dummy, and because of his very practical and concrete disposition, he’s quick to point out the flaws and foolishness of some of Maggie’s more outrageous endeavors. But his critical eye

generally serves only to fire Maggie up, and make her that much more determined to forge ahead (even if he's clearly right).

Likewise, Maggie can show Aldrin up in a way that few others can. When Maggie, inspired by a Benihana-style restaurant, starts preparing meals in the same flamboyant style at home, Aldrin feels threatened by all the admiring attention that's suddenly thrown Maggie's way. Aldrin's over-achieving nature can't tolerate this, and he'll instinctively seek a way to bring the spotlight back to himself.

**PUPERT** – Maggie's hapless younger brother.

Poor Pupert. He has all of Aldrin's desire to succeed in conventional ways, but none of his talent, confidence or skill. But this doesn't stop Pupert from trying to emulate Aldrin, even though time and time again he meets with failure.

Pupert's such a good-natured and earnest little guy, Maggie's heart can't help going out to him. She tries to help his see that he doesn't have to succeed on Aldrin's terms – he can find his own unique path to success. Pupert's always game to try anything that could plausibly work out, especially since he has so very little to lose, but unfortunately Maggie's advice generally backfires in unexpected ways, sometimes leaving him even more dejected than he was before.

All Pupert wants to do is find a way to shine like his two older siblings. But they both offer such differing models of how to go about it. It's hard to know which one to listen to, and which one will work. But you gotta hand it to Pupert – he's blessed with his own special brand of courage. His lack of success isn't for want of trying, and after each crushing disappointment, Pupert somehow finds the willingness to try over and over and over again.

**RAYNA** – Maggie's best friend.

Rayna is Maggie's loyal sidekick. When Maggie's bubbling over with excitement for her latest project, she can rely on Rayna to match her enthusiasm and go right along with her. But Rayna doesn't have anywhere near Maggie's self-assuredness. For one thing, Rayna's got unusually small wings for a girl her age, and she's very self-conscious about them. What makes it worse is that she's hopelessly infatuated with Aldrin, who regards her with benign indifference. Rayna assumes it's because of her small wings. Just take a look at the huge wings on Aldrin's girlfriend.

This lack of confidence makes Rayna somewhat dependent on Maggie's companionship, and when Maggie's absorbed in something that doesn't necessarily include Rayna – like helping Pupert for example – Rayna's not above becoming jealous and manipulative. In fact, she and Pupert share a rivalry for the attentions of both Maggie and Aldrin ... a rivalry that simmers up into outright antagonism every now and again.

**MR. PESKY** – Maggie’s dad.

Mr. Pesky tries really hard to be a good father, and an upstanding member of the fly community. He’s got a blue collar vibe to him, as he operates some of the heavy machinery out on Lake Garbahj that bores into the landfill in search of food, and then sorts it out from all the rusty cans and used Kleenex and stuff. He’s a bit on the gruff side, expecting his kids to be behave properly and to offer their elders unquestioning respect.

Consequently, Mr. Pesky finds a kid like Maggie challenging to say the least. He puts a high value on order, reliability and predictability. About the only thing he can predict with Maggie is that she’ll be unpredictable. But, being a well-intended dad, Mr. Pesky makes the effort to guide her anyway, and rolls with her irrepressible outside-the-box behavior as best he can.

Of all his children, Aldrin is the spoiled apple of Mr. Pesky’s eye . The achievements and accolades of his eldest son make Mr. Pesky’s chest swell up with pride. On the other end of the spectrum, however, there’s Pupert’s ineptitude, which constantly frustrates and embarrasses him, but hey - at least he gives the kid credit for trying.

**MRS. PESKY** – Maggie’s mom.

Mrs. Pesky shares many of the same values as her husband (order, respectability, reliability, etc.), and they back each other up in stressing these values as necessary with the kids. Mrs. Pesky works tirelessly. She takes pride in her motherly duties – such as raising four kids and keeping house – but sometimes she simply needs a break. That’s why she works part-time as a cashier at the local grocery store. That’s her idea of “a break”. She loves her job, despite that fact that sometimes she can’t find a babysitter and has to work with her baby girl strapped to her back. Admittedly, this can be awkward, but fortunately the fly workplace has learned to be more accommodating of working moms.

As far as Mrs. Pesky’s concerned, she does everything that’s expected of her as a mother and wife … and more. That’s why, when Maggie operates outside the bounds of how Mrs. Pesky believes a good girl is supposed to act, she can be a little hard on her oldest daughter. She works hard to keep Maggie in check. Unlike her husband, who always tries to reason with Maggie, Mrs. Pesky usually lets things go until it’s time for someone to put their foot down. Mrs. Pesky doesn’t say a whole lot, but when enough is enough, she lets Maggie know.

And this goes for all of her kids. While her husband and Aldrin are a sort of mutual admiration society, her relationship with Aldrin can be strained at times. Mrs. Pesky prides herself on not playing favorites, and when Aldrin’s out of line, she’ll let him know, too – and in no uncertain terms. But, although she tries not to let it show, in her heart of hearts she does have a favorite. The child who never causes her any trouble to speak of - her dear sweet pitiful little Pupert.

**BELLA** – Maggie’s baby sister.

Bella is an adorable little maggot. She’s still an infant, but, in a way, she’s also Maggie’s other best friend. Everyone else Maggie knows either relies on her or opposes her in some way, but not Bella. Bella, in her preverbal state, seems to offer the one place where Maggie can find unconditional support and acceptance.

Maggie talks to Bella as if Bella understands her. And who knows? Maybe she can. Maggie, when uncertain about to do in a situation, sometimes even seems to take advice from Bella. When Maggie tries making Stickyfeeters aware of the plight of the endangered spotted amoeba, and she’s afraid that no one’s listening, she shares her fears with Bella, wondering what she should do. When she sees Bella slither onto her blanket, Maggie realizes that her baby sister is right – she should blanket the town with fliers! Maggie exclaims: “Thanks, Bella! I knew I could count on you!”

Admittedly, Bella’s one of those really easy-going babies – she can be held by pretty much anyone without crying. She exudes a certain Buddha-like acceptance of most people, which is unusual, even for a maggot. But Maggie isn’t just kidding herself about her special bond with Bella. It’s obvious in Bella’s eyes that she reserves a special tenderness for her big sis.

**DAWN** – Aldrin’s girlfriend.

Dawn’s the bombshell girl fly who has won the heart of the most popular guy in school. And Aldrin’s a fairly doting boyfriend. In their relationship, Dawn’s the one who’s clearly in control. And it’s easy to understand why. Her charms are many ... if you’re a testosterone-crazed teenage boy. First off, her wings are big, bouncy and supple. Also, she’s a shameless flatterer. And with a guy like Aldrin, where there’s so much to flatter him about, they never lack for conversation.

Deep down, Dawn just wants to be liked and admired. The way she sees it, she says nice things in an effort to sweet. The problem is that, nine times out of ten, her sweet words are insincere. Even though Dawn never consciously intends to be mean or patronizing, her brand of ingratiating insincerity gags Maggie to no end. And, to make matters worse, most of the folks Dawn flatters actually buy it, no matter how condescending she sounds - even Maggie’s own parents! Ugh!

Thank god for Rayna. At least Rayna sees Dawn to be the gross phony that Maggie does. Of course, considering Dawn’s wing-size and her relationship with Aldrin, she’s a pretty easy person for Rayna to hate. In all of Stickyfeet, only one other person hates Dawn as much as Maggie and Rayna: serene little Bella. Whenever Dawn tries cooing at her, Bella screams bloody murder.

## THE STORIES

### **Germy**

Maggie finds a little stray virus on the streets of Stickyfeet. She takes pity on the poor microbe and decides to adopt the adorable little creature as a pet. She rushes home to show it to her family, but they're less than excited. They don't think he's nearly as cute as Maggie does, plus they're all taking their big human safari trip together this weekend. Everybody's excited about the upcoming trip - but not Maggie. She's worried about the welfare of her new pet. She can't just leave it behind, so she persuades her very reluctant father to buy a little pet carrier and to let Maggie bring "Germy" along. Maggie's parents emphasize that having a pet is a big responsibility, and Maggie will have to take good care of Germy if she expects to keep him. Maggie assures them she understands, and that they have nothing to worry about.

And Maggie's right – she does do a good job taking care of little Germy. Even as the rest of the Peskys amuse themselves with observing the strange and kooky behaviors of humans, Maggie stays true to her task. The main problem, though, is that Maggie still has it in her head that Germy's just a sweet little cutie, despite the fact that Germy grows more savage and ferocious as his days in captivity wear on. No matter how menacing Germy gets, Maggie dismisses it as "being rambunctious" or "just a case of the crabbies".

Eventually, however, in response to her "uptight" family's growing concerns about her pet, Maggie decides that maybe the little "grouch" might benefit from a nice long walk, so she puts Germy on a leash ... and before she knows it, the thing is running off, completely out of control, and dragging Maggie right along with him. The Peskys give chase ... right into a fancy human restaurant, over cloth napkins and salads and the like, with cuff-linked human hands swatting at them and knocking stuff off the tables, etc. Finally, to Maggie's horror, the leash snaps ... and Germy, suddenly unfettered, heads straight for a human mouth. Making one last desperate lunge, Maggie manages to grab a hold of Germy and save him before he disappears down a human's throat.

Even once Germy is safely back in his pet carrier, Maggie remains fairly shaken by the experience. Maggie reluctantly admits that maybe Germy isn't working out to be the greatest pet after all. The Peskys can all see how much Maggie cares about little Germy, and they realize she wants the best for it ... but Germy is meant to be in the wild. Clearly, as much as Germy may care about Maggie, he longs to be with others of his own kind, living free. Maggie hates to admit it, but she's beginning to see that they're right. Solemnly, she comes to terms with what she has to do.

She walks with the carrier and sets it down next to the open mouth of a snoring, sleeping human. We see lots of other little Germys, happily dancing around on the tongue, beckoning Germy in their cute little virus language. Maggie opens the carrier. Germy hops out, and with a tender glance toward Maggie, he rushes to join his virus pals. Maggie looks on, shedding bittersweet tears, watching as her little Germy rushes off to infect someone ... the way he was born to.

## Extreme Fly Sports

Maggie and Rayna are sitting around enjoying a fly version of the vintage game “Mystery Date”. Maggie’s choosing of a tall cute guitar-playing dragonfly as her mystery date. Rayna (smiling): “Ooh – a different species! Maggie, you’re bad!” When suddenly – WHOOSH!! Aldrin and George come zipping by low-to-the-ground like two Top Gun pilots, doing more of their extreme fly sports. They fly off laughing as the Mystery Date pieces go scattering everywhere. Maggie fumes.

By the time Maggie catches up with them, she finds Aldrin and George playing a round of Squish, where the whole idea is to let yourself get squished by a giant fly swatter. Maggie snaps at them for messing up her game with Rayna on purpose, but Aldrin and George simply snicker to each other throughout Maggie’s admonition. They retort that girlie games like Mystery Date are dumb anyway. Maggie shoots back that Mystery Date isn’t nearly half-as-dumb as standing around getting squished, or getting catapulted into windshields (another one of the guys’ favorites). Aldrin taunts Maggie, claiming she says stuff like that only because she’s too *scared* to get squished. Maggie denies this quickly … and walks off before her expression gives away how scared she truly is.

Never one to let Aldrin get the best of her. Maggie comes up with a plan, and returns to cut a deal with Aldrin. If she does one scary thing that he does, he has to do one scary thing that she does. Aldrin laughs heartily – there’s nothing a girl like Maggie does that’s too scary for him to do – so accepts the offer without hesitation. Maggie goes first.

She’s terrified, and after a couple of abortive (and embarrassing) attempts, she finally manages to let herself get squished. Aldrin scoffs at her for taking so long, and then asks derisively what’s the supposedly “scary thing” he has to do now. Maggie replies that all he has to do is walk to school … in a dress. Aldrin looks horrified. Maggie plays dumb: “What’s the matter, Aldrin? I thought noting I did was scary.” Aldrin: “Yeah – but – I mean – but – “. Maggie: “What’s the big deal? Even Rayna’s not too scared to go to school with a dress on, are you, Rayna?” Rayna shakes her head obligingly. Aldrin admits that a deal’s a deal, so he swallows hard and girds himself for what he has to do.

Poor Aldrin. He goes from bush to bush in his dress, trying to make it to school without being seen. But of course he’s noticed, and the response from his classmates is merciless. So much so that Aldrin, despite George’s best efforts to cheer him up, is devastated. His poor fragile male ego shattered. Maggie, realizing that she may have gone too far, feels terribly guilty. She offers to do something equally embarrassing. Whatever Aldrin wants. A “freebie”. But Aldrin’s inconsolable. He even makes an uncharacteristically honest admission of his vulnerability. This makes Maggie feel minuscule (even for a fly).

Aldrin skulks into school the next day for the inevitable razzing, and endures it as best he can, but Maggie can’t take it anymore. She makes a speech on her brother’s behalf, but when that fails to get the necessary response, Maggie removes her pants and gives the rest of the speech in her polka-dotted boxers, drawing the ridicule away from Aldrin and onto herself. Maggie’s pleased. She asks if Aldrin forgives her, and he replies there’s only one more little thing left to do to earn his total forgiveness. Maggie: “What? Anything!” CUT TO Maggie with a helmet on, getting catapulted into a windshield: “Yaaaaah!”

## Fly to Your Partner, Fly to Your Corner

Maggie's on an all-student committee, supervising preparations for the school's upcoming Ho Down and Square-Fly. The caller for the Square-Fly, as it is every year, is the dreadfully boring Mr. Bugspit. Maggie urges Mr. Bugspit to make the calling of the Square-Fly more inventive this year, instead of strictly limiting it to a dreary succession of doe-see-does and promenades. Despite Mr. Bugpit's outraged resistance, everything Maggie suggests gets emphatic support from the head of the committee, the very cute Bill. What's more, Maggie blushes whenever Bill pipes up. She likes this guy.

When the meeting's over, Maggie rushes home and, after expressing her appreciation to Pupert for agreeing to be her date to the Square-Fly, asks if it's okay with him if she ... well ... dumps him. Maggie explains that it's always so much pressure to have a date to the dance when you're on the planning committee, but now that she's finally found a guy that she truly wants to ask, she'd like to have the freedom to ask him. Pupert gives her his blessing. Later, Bill approaches Maggie, asking her to coach Bugspit one-on-one to get him up to snuff. Maggie heartily accepts ... and then takes the opportunity to ask Bill to be her date. He says "yes", and Maggie's floating on a cloud.

Maggie's coaching Mr. Bugspit, and, despite her upbeat enthusiasm (or perhaps because of it), she can't help but make rigid Mr. Bugspit want to crawl out of his own skin, and, inevitably, he quits. When Maggie next sees Bill, she lets him know how badly she feels about this, but she's willing to do the calling herself if they can't find anyone else to do it on such short notice. Bill tells her not to worry about it - he's sure she'll do a great job. Maggie smiles dreamily. But then Bill adds that he has some news, too—his old girlfriend wants to get back together, so he'll be going to the Square-Fly with her instead. He says he hopes Maggie's cool with that. Plus, he adds, now that she'll be busy doing the calling anyway, it really shouldn't matter, right? Maggie responds that of course she's cool with that ... which is good enough for the cavalier Bill. But, clearly, she's not.

The night of the big dance has arrived, and Pupert is once again Maggie's date ... although, since Maggie's calling, there's not much for him to do but drink punch. Maggie seems to have put the whole "Bill thing" behind her. She's making the Square-Fly so wild and fun, the crowd is in the palms of her (many) hands ... but then, when Bill and his date arrive late and join in, her buried anger starts to get the best of her. Despite Pupert trying to help her stay calm, she calls out for the girls to "throw their dates high to the sky, knock them down, now poke them in the eye", etc. Everyone obeys before they realize what they're doing, and soon the whole Square-Fly completely degenerates.

Walking home, Maggie feels awful about what happened. She says she just didn't realize how mad she was about what Bill did to her. Pupert agrees that what Bill did was pretty crummy. And then Maggie realizes she did pretty much the same thing to Pupert. Maggie's deeply grateful for her brother being so loyal to her through all this. Pupert smiles ... but then, when he sees all the bandaged and angry guys from the dance waiting in front of their house for Maggie, loyal Pupert runs for the hills, leaving Maggie behind to nervously call out soothing instructions, square-dance style, to the ticked-off mob.

## Cirque de So-Fly

The Flea Circus is in town, and Maggie and Rayna are trying to get the fleas to let them join, but the fleas won't have any of it. The Flea Circus is for fleas only ... no flies allowed. Maggie grumbles about discrimination as she and Rayna exit. Back at the Pesky household, Maggie asks if she's supposed to give up her dream of being in the circus just because she was born a fly instead of a flea?? Mr. Pesky tells her there is in fact an all-fly circus called Cirque de So-Fly, but they're not like a normal circus.

They're more like ... well ... arty. Maggie lights up – sounds perfect! Mrs. Pesky suggests that Mr. Pesky take Maggie on a little trip to go see them. It might be a nice way for father and daughter to spend some quality time together. Mr. Pesky would clearly rather wear no-pest-strip underwear than have to sit through one of those obnoxious shows, but after much prodding from his wife and daughter, he reluctantly agrees.

Somewhere on this planet there's a Vegas-like town strictly for flies, and that's where Mr. Pesky takes Maggie to see the show. Maggie's never been there before, and she's mesmerized. They go to the theater where the circus will perform, and Maggie sneaks backstage to meet people and learn more about "career opportunities in the circus field". Once backstage, Maggie somehow makes a good enough impression on the circus folk (who all have French accents and pretentious affectations) that they decide to have her perform in the show with them. Although Maggie was looking forward to some special time with her father, sitting in the audience together to watch the show, this is clearly a once-in-a-lifetime opportunity and she accepts.

Maggie attends some rehearsals while Mr. Pesky looks on. Mr. Pesky seems to think that the stuff they're having her do is pretty ridiculous and arty-farty, but he's willing to roll with it and so is Maggie. Maggie still feels badly that she won't be able to watch the show with her dad like they had planned, but he urges her not to worry about it. Maggie's grateful to her dad for being so supportive. He tells her to quit yapping and get back to rehearsal. Maggie's next job is an important one – supporting a pole that has several circus performers balanced at the top. Swallowing hard, Maggie gives it a try.

That night, during the actual show, someone from the circus "volunteers" Mr. Pesky for part of the act and, ignoring Mr. Pesky's vehement protests, drags him playfully to the stage. Maggie, who's on stage supporting the pole with the performers balanced on top, looks on helplessly as the circus performers make Mr. Pesky do annoying things ... and the more annoyed Mr. Pesky gets, the more the audience laughs. It finally gets so bad that Maggie has to leave her post to admonish the circus and the crowd, and to defend her terrific dad who took days off of work so he could take his daughter to see a show that he personally hates. Meanwhile, the pole begins swaying precipitously, until the performers up top come tumbling out of the sky. The crowd gasps, but the performers hover just before they hit the ground, adding disdainfully: "It is a good thing we can fly, no?"

Maggie and Mr. Pesky are packing to go home. The trip has brought them closer. Neither is in a rush to have it end. Maggie suggests that they stay one more night and see another show. Mr. Pesky hesitates ... but then CUT TO them taking in a bout of all-pro fly wrestling ... and this time they're both having a great time.

## Buffalo Wings

Maggie and Rayna are shopping at a Stickyfeet version of The Gap. Maggie concocts different outfits like a whirlwind, while also marveling at how the help is able to fold those four-armed sweaters just so. Meanwhile, Rayna seems depressed. No matter what she tries on, she thinks it looks bad because her wings are too big. Maggie assures Rayna there's nothing wrong with them at all, but Rayna still insists on referring to them as "Buffalo Wings". Then, suddenly, Rayna brightens – she's spotted the perfect thing.

CUT TO Rayna walking down a hallway at school in "the perfect thing" – a sort of tent-like outfit that covers her wings completely. Maggie thinks it's absurd and unnecessary, but Rayna seems strangely comforted and at ease in her new get-up. At least now she doesn't feel quite so inadequate whenever she's around small-winged girls like Tabby. Rayna points out Tabby to Maggie – a cute girl fly with adorably tiny wings. Maggie insists that there's nothing special about any specific size of wing, and that it's just a state of mind. Maggie says she wouldn't be surprised if Tabby thought her own wings were too small! Rayna looks at Maggie like she's nuts.

Maggie gets an idea. When Rayna's not around, Maggie approaches Tabby and asks her what she thinks of her own wings. Tabby says she thinks they're to die for – she loves her small wings. Maggie, undaunted, asks if there's any way Tabby would be willing to do a good deed and "confide" in Rayna that she actually wishes her wings were bigger. Tabby: "You mean, completely and totally lie to her?" Maggie says yes. Tabby says she'll do it if the price is right. It turns out Tabby's price is a little steep, and she wants it in advance, but Maggie's willing to pay up for the benefit of her friend. Unfortunately, when Tabby does tell Rayna how much she "wishes" she had big wings, she's caught completely unprepared when Rayna asks why she would ever wish for such a thing. Unable to invent a remotely credible reason, Tabby gives up the ruse and makes a confession: Tabby used to have big wings. She had her wings "done". She gives Rayna the number of her wing doctor, and urges Rayna to give him a call.

When Rayna informs Maggie that she wants to talk to her parents about the possibility of getting the size of her wings changed, based on her conversation with Tabby, Maggie flips out. That's wacko! How could Rayna even consider such a crazy thing?? Rayna insists that it's not crazy – look at Tabby. She did it and she's happy. Discovering that Tabby neglected to inform her of this in advance, Maggie stews briefly. Then Maggie shouts that Rayna's wings are perfect just the way they are, and that she plans on sharing that opinion with Rayna's parents. Rayna shouts back that Maggie will do no such thing – and a race ensues, where they both fly furiously toward Rayna's house. Despite Maggie's best efforts, Rayna gets there first, and she slams the door in Maggie's face.

But then Rayna comes right back out. She's had an epiphany. Look at how fast her wings just took her. Is there any chance anybody could fly that fast with tiny wings? Maggie, having just spotted Tabby, replies: "We're about to find out." Maggie proceeds to chase Tabby down with a vengeance, demanding her money back. Rayna looks on at the panicked Tabby, whose wings sputtering frantically in a pathetic effort to escape.